(b)   ensuring that the application will utilize the emulation module when the application is executed on the development system; and

(c)   [wherein when] executing the application [is executed] on the development system independently of the point of sale system, wherein the emulation module and the application emulate the interaction between the application and the device that occurs when the application is executed on the point of sale equipment.

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7.   (Amended) A method for testing an application on a development system independently of a point of sale system, the application for use with point of sale equipment having a device, the application capable of utilizing the device when the application is executed on the point of sale equipment, the method comprising the steps of:

(a)   providing an emulation object corresponding to the device;

(b)   ensuring that the application will utilize the emulation object when the application is executed on the development system;

(c)   executing the application on the development system independently of the point of sale system to emulate the interaction between the application and the device that occurs when the application is executed on the point of sale system;

(d)   ensuring that the application adequately utilizes the emulation object; and

[(e)   executing the application on the point of sale equipment;]

[wherein when the application is executed on the development system, the emulation module and the application emulate the interaction between the application and the device that occurs when the application is executed on the point of sale equipment.]

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(e)   modifying the application, as necessary, to ensure that the application utilizes the emulation object on the development system.

8.   (Amended) A system for developing an application for use with point of sale equipment having a device independently of the point of sale equipment, the application capable of utilizing the device when the application is executed on the point of sale equipment, the system comprising:

an emulation module corresponding to the device; and

means for ensuring that the application will utilize the emulation module when the application is executed on the development system;

wherein when the application is executed on the system, the emulation module and the application independently of the point of sale system, emulate the interaction between the application and the device that occurs when the application is executed on the point of sale equipment.

14.   (Amended) A computer readable medium containing at least one program for testing an application on a development system independently of a point of sale system, the application for use with point of sale equipment having a device, the application capable of utilizing the device when the application is executed on the point of sale equipment, the program containing instructions for:

providing an emulation module corresponding to the device;

wherein the application is capable of utilizing the emulation module in lieu of the device when the application is executed on the development system; and[;]